Graham Gooch's Test Cricket is an accurate simulation of the game of cricket which allows you to stage test matches in your own living room - with the help of your Amstrad computer and joystick. If you prefer one day cricket, you can choose from three different limited over matches - 40 overs, 55 overs, and 60 overs.

LOADING THE PROGRAM

Place the disk in the drive, then type **RUN"CRICKET"** and press **ENTER**.

PLAYING

One or two can play. Player One must use a joystick, but Player Two can use either a second joystick, or the keys **6** and **5** (up/down), **R** and **T** (left/right), and **G** (fire).

Graham Gooch's Test Cricket allows two modes of operation: *simulation mode* is like watching a real game of cricket. Once you've chosen the teams and the game is underway, you can just sit back and watch if you like. However, you needn't just be a spectator - whether your team is batting or bowling, you can make tactical changes whenever you wish. In *arcade mode* you must be alert at all times whether you are batting or bowling. A careless stroke, or a loose over could cost England the match!

GAME AND TEAM SELECTION

First of all the computer will give the option to edit the two squads built into the program. Then you must decide whether to play a one day match (one innings each side, limited overs) or a test match (two innings each, unlimited overs). One day matches can be of 40, 55 or 60 overs each side. Move the joystick forward or back until the arrow points at your choice of game, then press the fire button. Next select a one or two player game, then either simulation mode or arcade mode. There are nine different skill levels in arcade mode when you play against the computer - level 1 is easiest, level 9 the hardest.

Teams are chosen from a squad of 20 players using the joystick. Move it forward or back, then press the button to select a player. You can cancel a selection by pressing the fire button a second time. England always call at the toss.

WHEN YOU ARE BATTING

Simulation Mode

Use the joystick to determine the batsman's tactics - push it forward to make the batsman play aggressively, pull it back for defensive batting. Press the fire button with the joystick in the centre to make the batsman play normally, that is neither more or less aggressive than usual.

A bleep will sound to confirm that the computer has accepted your instructions. Remember that the batsman won't be able to hit every shot to the boundary (and he might well get himself out) if you ask him to play aggressively. Playing defensively, the batsman is less likely to get out, but he won't score so many runs either.

Arcade Mode

In this mode, the batsman always plays aggressively. The joystick fire button is used to determine the timing of each stroke. If you don't press the fire button at all, then the batsman will offer no stroke. Mistime your stroke, and you may give up a simple catch; miss the ball altogether, and you may hear the wicket tumbling behind you. Time it just right, though, and you'll make a glorious stroke, sending the ball crashing into the stand for six, or speeding across the boundary for a four.

WHEN YOU ARE BOWLING

Simulation Mode

Use the joystick to determine the bowler's tactics: just before he starts his run up move the joystick left for an offside attack, or right for a legside attack. A bleep will sound to confirm that the computer has accepted your instructions.

Arcade Mode

Move the joystick left for an offside attack, or right for a legside attack, then press the fire button to confirm your choice. You can improve the bowler's performance in arcade mode by moving the joystick from side to side as he runs up to bowl. The faster you move the joystick, the more effort he puts into his bowling - an indicator at the top right shows how much. If you don't move the joystick at all, the bowler will play well below his best - so it's all up to you.

OTHER IMPORTANT POINTS

- fast bowlers will tire if you bowl them continuously: after 10 overs their bowling will start to deteriorate; after 20 overs they will be well below their best. Allow fast bowlers at least 10 overs rest between spells
- in a test match the fielding side can take the new ball after 85 overs have been bowled
- to declare an innings before all ten wickets have fallen, press the **ESC** key during an over. At the end of the over you will be asked whether you wish to declare
- in limited over games the number of overs each player can bowl is limited to one fifth of the total (eg. 8 overs in a 40 over game)
- in a test match, the follow-on can be enforced if the side which batted first has a lead of 200 runs or more
- hold down the **RETURN** key (or large **ENTER** key) to speed through the scoreboard displays
- press **CONTROL, SHIFT** and **ESC** to go back to the beginning of the program

CHOOSING YOUR OWN TEAMS

If you decide to pick your own squad of players, the computer will display a menu of options:

Swap team order
Edit team
Save teams
Load teams
Exit

England are normally the home team and Australia the away team, but swapping the team order makes England the away team. Editing a team allows you to change the entire squad (and the team name, if you wish) or merely change one or two players.

For each player you must enter his name, batting average, bowling average and whether he is a fast or slow bowler. Press **RETURN** (or **ENTER**) to move on to the next item, but if you want to make a change, first delete the existing information, then type the new entry. Batting and bowling averages cannot exceed 99. When you have finished selecting the two squads, you can save them to disk allowing you to reload them another time.